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For more information on this expanding educational series, please call or write:

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PARENT AND TEACHER GUIDE TO EDUCATIONAL ACTIVITIES

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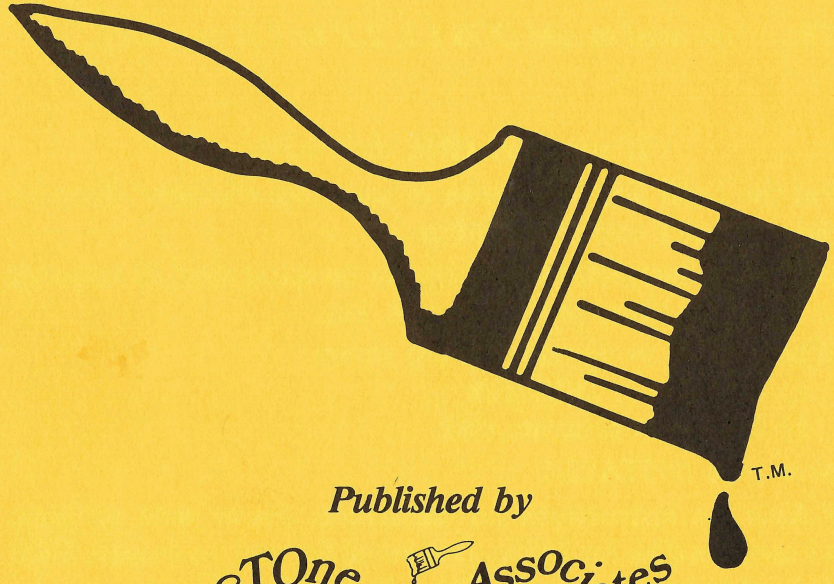

Published by

Stone & Associates

Welcome! to the Whimsical World of Stone & Associates Educational Software. Watch! the "basics" come to life via exciting graphic displays, animation and special sound features. To begin, follow these instructions carefully.

GETTING STARTED:

Apple®:
1. Put the diskette into the disk drive.
2. Close the disk drive door.
3. Turn on the computer and the monitor.

NOTE: For this program to run on Apple IIe, press the CAPS/LOC key. This will put the computer into the upper case mode.

IBM®: Before you can use this program you must put a copy of DOS (Disk Operating System) onto the disk.

NOTE: You need to add DOS 1.1, 2.X or 3.X only once.

If you have **ONE** disk drive:

1. Put the DOS disk into Drive A and close the door. Turn on the computer and the monitor.
2. Follow the instructions that appear on the screen. In response to date and time, press the ↵ key.
3. When the A > appears on the screen:
   a) remove the DOS disk
   b) insert the program disk
4. Now type INSTALL1
5. Follow the instructions on the screen. Insert your **program** whenever a disk for **Drive A:** is asked for and insert your **DOS** disk whenever a disk for **Drive B:** is asked for.

If you have **TWO** disk drives:

1. Follow steps #1, #2, & #3 under "If you have one disk drive."
2. Now type INSTALL2
3. Follow the instructions on the screen.

If you are using a **HARD DISK**

1. When the DOS prompt (drive letter and > symbol) is displayed, enter the drive letter for your hard disk followed by a colon (:) and press ↵. Example: A > C:
2. Now place the program disk into Drive A. Enter C > COPY A:*.EXE C: /V

TO BEGIN:

1. Place the program disk into Drive A, close the disk drive door and turn on the computer and the monitor or
2. If your computer is already turned on, simultaneously press ALT, CTRL & DEL and the program will load itself.

***Hard Disk Users** — When the DOS prompt for your program is displayed on the screen, start the program entering your program name from the list below.

***Hercules™ Monocard User** — With the exception of Whistle Stop, you will need to type an 'H' before the program name. Example: HANNA

My Letters, Numbers and Words	C > ANNA
Kid's Stuff	C > KIDS
Memory Master	C > PICTURE
1st MATH	C > FIRST
Whistle Stop #1	C > WHISTLE1
Whistle Stop #2	C > WHISTLE2
Across the USA	C > STATES

OPERATIONAL HINT

At any time...

Simultaneously press the **"Alt" & "B"** keys to return to the main menu.